Part II:
Correlation of K-12 Mathematics New Hampshire Curriculum Framework with the
Project WET Curriculum and Activity Guide

Number and Operations

M:N&O:1 – Demonstrates understanding of rational numbers.
<u>Related WET Activities</u>
- Aqua Bodies
- A Drop in the Bucket
- Reaching Your Limits

M:N&O:2 – Demonstrates understanding of the relative magnitude of numbers.
<u>Related WET Activities</u>
- A Drop in the Bucket
- Old Water
- Reaching Your Limits

M:N&O:3 – Demonstrates understanding of mathematical operations.
<u>Related WET Activities</u>
- *None*

M:N&O:4 – Accurately solves problems.
<u>Related WET Activities</u>
- Aqua Bodies
- Back to the Future
- Choices and Preferences, Water Index
- Color Me a Watershed
- A Drop in the Bucket
- Easy Street
- Get the Ground Water Picture
- Money Down the Drain
- The Price is Right
- Thirsty Plants

M:N&O:5 – Demonstrates understanding of monetary value.
<u>Related WET Activities</u>
- *None*

M:N&O:6 – Uses a variety of mental computation strategies to solve problems and determine the reasonableness of answers.
<u>Related WET Activities</u>
- *None*

M:N&O:7 – Makes estimates.
<u>Related WET Activities</u>
- A Drop in the Bucket
- AfterMath

- Easy Street
- The Long Haul
- Money Down the Drain
- Thirsty Plants

M:N&O:8 – Applies properties of numbers and field properties to solve problems and simplify computations.
Related WET Activities
- *None*

Geometry and Measurement

M:G&M:1 – Uses properties or attributes to identify, describe, classify, or distinguish among polygons and circles.
Related WET Activities
- *None*

M:G&M:2 – Applies theorems or relationships to solve problems.
Related WET Activities
- *None*

M:G&M:3 – Uses properties or attributes to identify, compare, or describe three-dimensional shapes.
Related WET Activities
- *None*

M:G&M:4 – Demonstrates understanding and applies concepts of congruency.
Related WET Activities
- *None*

M:G&M:5 – Demonstrates understanding and applies concepts of similarity.
Related WET Activities
- *None*

M:G&M:6 – Demonstrates understanding of one, two, and three-dimensional measurements, including length/height, radius, diameter, circumference, perimeter, area, surface area, volume, and the use of trigonometric formulas to find these measures.
Related WET Activities
- Color Me a Watershed
- H_2Olympics
- The Long Haul

M:G&M:7 – Demonstrates understanding of measurable attributes, measures and uses units of measure appropriately and consistently, and makes accurate conversions when solving problems.

Related WET Activities
- Back to the Future
- Cold Cash in the Icebox
- Color Me a Watershed
- Get the Ground Water Picture
- H_2Olympics
- The Price is Right
- Reaching Your Limits
- Thirsty Plants
- Water Meter

M:G&M:8 – Determines elapsed and accrued time.
Related WET Activities
- *None*

M:G&M:9 – Demonstrates understanding of spatial relationships and solves problems using location and position.
Related WET Activities
- AfterMath

M:G&M:10 – Demonstrates conceptual understanding of spatial reasoning and visualization.
Related WET Activities
- The Price is Right

Functions and Algebra

M:F&A:1 – Identifies, generalizes, and extends to specific cases a variety of patterns and/or sequences.
Related WET Activities
- *None*

M:F&A:2 – Demonstrates understanding of linear and nonlinear relationships and functions.
Related WET Activities
- *None*

M:F&A:3 – Demonstrates understanding of algebraic expressions.
Related WET Activities
- *None*

M:F&A:4 – Demonstrates conceptual understanding of equality.
Related WET Activities
- *None*

Data, Statistics, and Probability

M:DSP:1 – Interprets a given representation to answer questions related to the data, or to analyze the data to formulate conclusions, make predictions, and/or solve problems.
Related WET Activities
- AfterMath
- Macroinvertebrate Mayhem

M:DSP:2 – Analyzes patterns, trends, or distributions in data in a variety of contexts.
Related WET Activities
- AfterMath
- Back to the Future
- Choices and Preferences, Water Index

M:DSP:3 – Organizes and displays data; identifies or describes elements of representations that best display a given set of data or situation.
Related WET Activities
- Back to the Future
- Choices and Preferences, Water Index
- Every Drop Counts
- Water Meter

M:DSP:4 – Uses counting techniques to solve problems.
Related WET Activities
- *None*

M:DSP:5 – Solves problems to determine the experimental or theoretical probability of an event.
Related WET Activities
- *None*

M:DSP:6 – Decides the most effective method to collect the data necessary to answer a question or hypothesis; collects, organizes and appropriately displays the data; analyzes the data to draw conclusions, and when appropriate makes predictions, asks new questions, and makes connections to real-world situations.
Related WET Activities
- What's Happening?

Problem Solving, Reasoning, and Proof

M:PRP:1 – Students will use problem-solving strategies to investigate and understand increasingly complex mathematical content. *(See Appendix for grade-level specifics.)*
Related WET Activities
- Back to the Future
- Color Me a Watershed

M:PRP:2 – Students will use mathematical reasoning and proof. *(See Appendix for grade-level specifics.)*
                    Related WET Activities
- Back to the Future
- Easy Street
- The Price is Right

Communication, Connections, and Representations

M:CCR:1 – Students will communicate their understanding of mathematics. *(See Appendix for grade-level specifics.)*
                    Related WET Activities
- What's Happening?

M:CCR:2 – Students will create and use representations to communicate mathematical ideas and to solve problems. *(See Appendix for grade-level specifics.)*
                    Related WET Activities
- Back to the Future
- Choices and Preferences, Water Index
- What's Happening?

M:CCR:3 – Students will recognize, explore, and develop mathematical connections. *(See Appendix for grade-level specifics.)*
                    Related WET Activities
- AfterMath
- Aqua Bodies
- Back to the Future
- Money Down the Drain
- The Price is Right